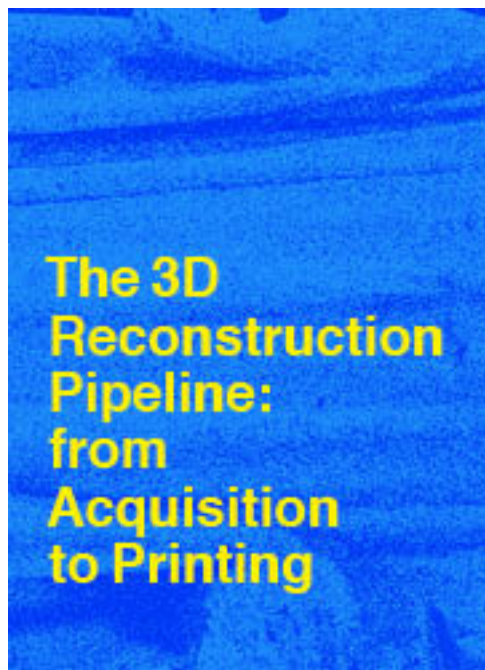


The 3D Reconstruction Pipeline: from Acquisition to Printing



Wednesday, January 22, 2014 4:00 PM
Kline Biology Tower (KBT), CSSSI 24/7 Study Room
219 Prospect St., New Haven, CT 06511 M

Modern 3D acquisition systems are able to rapidly digitize an object geometry with high accuracy and resolution, producing massive digital models with billions of samples. Geometry and color measure and reconstruction are extremely important in many applications, such as engineering, architecture, digital simulation, or renovation planning, research and dissemination in cultural heritage field.

In this talk Professor Pintus will give an overview of the standard 3D reconstruction pipeline, from data capture to data processing, visualization and printing, and show some state-of-the-art works in the field.

Ruggero Pintus received his M.A. and Ph.D. in Electronic Engineering at the University of Cagliari. He has worked at Hewlett-Packard Laboratories, as well as the Visual Computing group of CRS4. The primary focus is the development of algorithms for acquisition, out-of-core processing, time-critical rendering and 3D printing of massive models, mostly applied to large scale Cultural Heritage datasets. In February 2013 he joined the Computer Graphics Group at Yale.

External link: http://www.library.yale.edu/librarynews/2014/01/the_3d_reconstruction_pipeline.h... [1]

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